X-MEN™

NEXT DIMENSION

TEEN
T
CONTENT RATED BY ESRB

MARVEL™

ACTIVISION®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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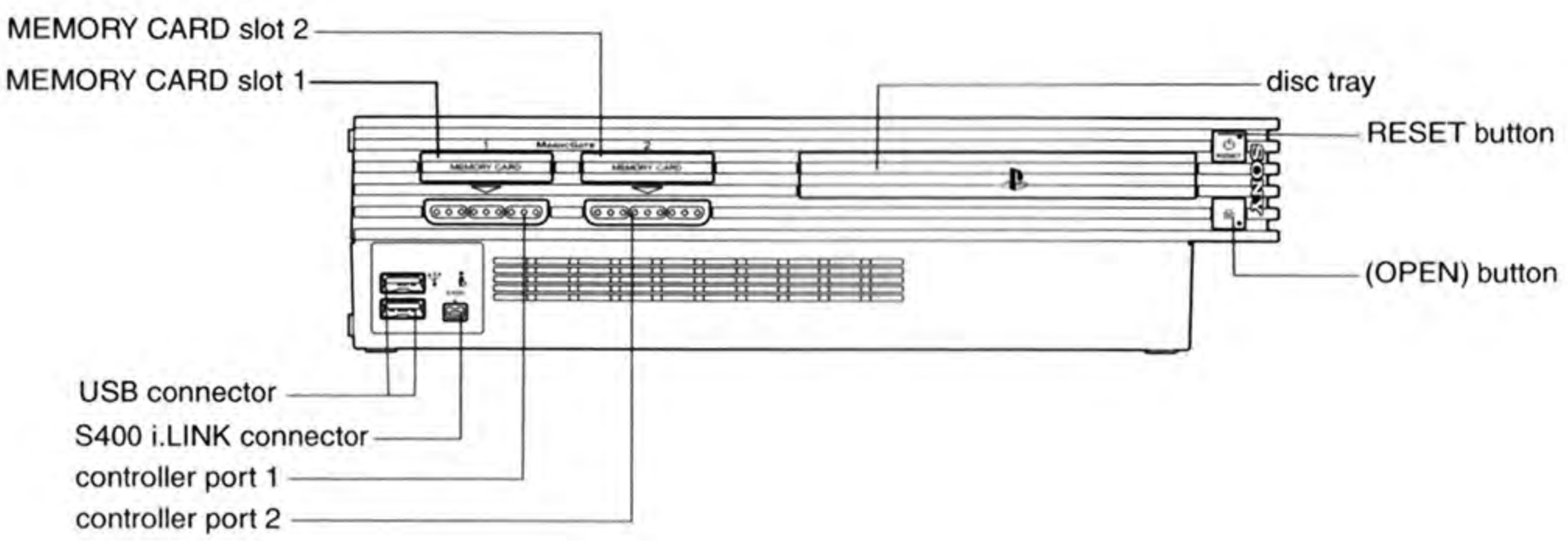
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the **Open** button and the disc tray will open. Place the *X-Men™ Next Dimension* disc on the disc tray with the label side facing up. Press the **Open** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

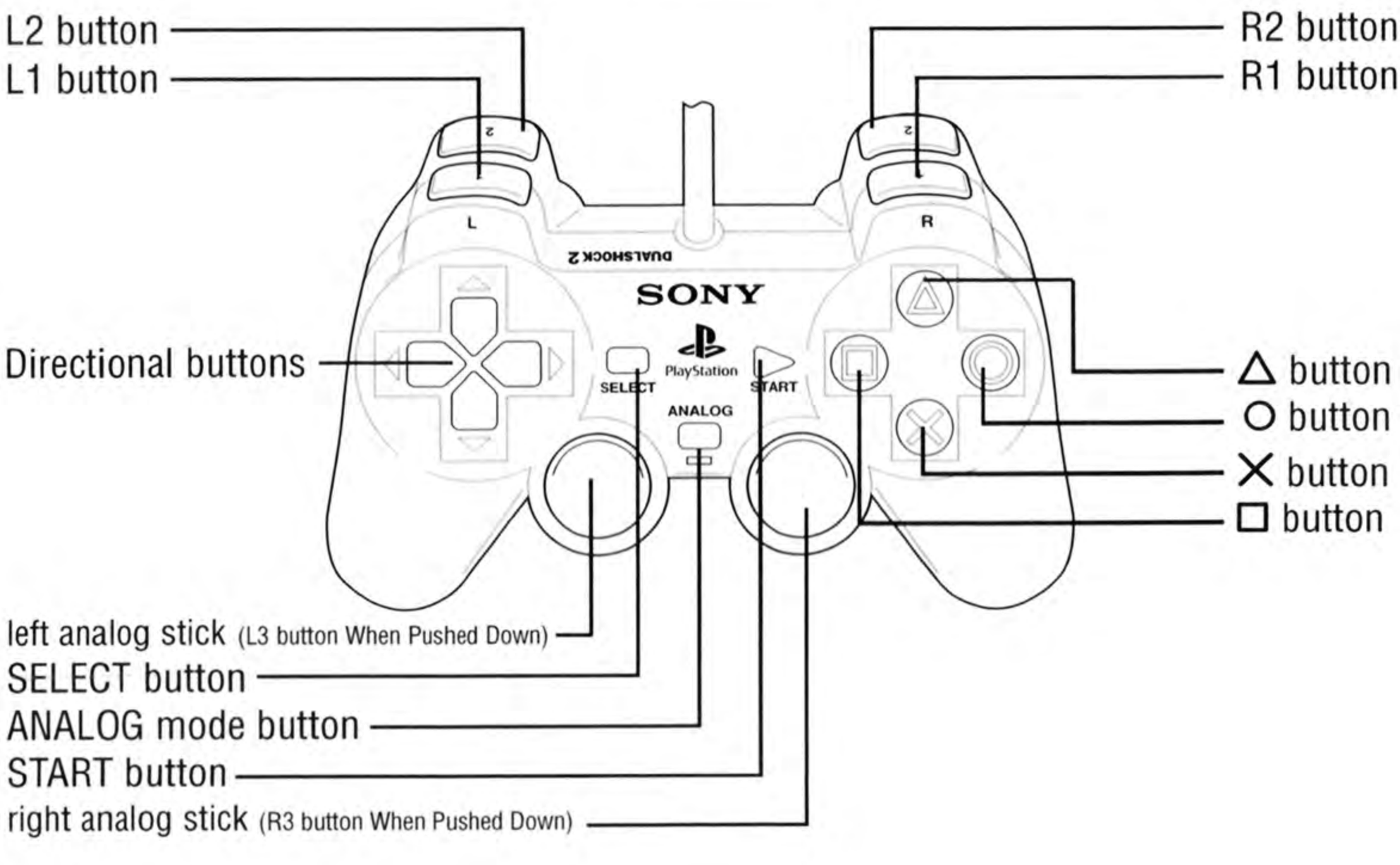
Memory Card

X-Men™ Next Dimension requires a memory card (8 MB) (for PlayStation®2) to save your games. A saved game's data takes up 140 KB. You can obtain a memory card through the retailer where you purchased your PlayStation®2 game console or this game.

To access your memory card (8 MB) (for PlayStation®2), insert your memory card (8 MB) (for PlayStation®2) into MEMORY CARD slot 1.

STARTING THE GAME

DUALSHOCK®2 analog controller CONFIGURATIONS



GAME CONTROLS

All references to button selection in this manual refer to the default controller configuration. Selecting CONTROLLER from the Options Menu allows the default settings to be changed, as well as the ability to turn the vibration function ON or OFF.

Game Controls (continued)

L1 button . . . . . .Power transfer
L2 button . . . . . .8-way movement
R1 button . . . . . .Throw;
Initiate object interaction
R2 button . . . . . .Counter ground or air attacks
directional buttons . . .*Back*: Move character back
Forward: Move character forward
Tap Up: Sidestep up
Up and Hold: Jump
Tap Down: Sidestep down
Down and Hold: Crouch
Plus L2 button: 8-way movement
left analog stick . . . . . .8-way movement
right analog stick . . . . .N.A.
□ button . . . . . .Punch 1
△ button . . . . . .Punch 2
✕ button . . . . . .Kick 1
○ button . . . . . .Kick 2
SELECT button . . . . . .N.A.
START button . . . . . .Pause Menu

MAIN MENU

Press **up** or **down** on the **directional buttons** to highlight the desired menu option, and then press the ✕ button to choose the selection. Press the △ button to cancel a selection, or to go back to the last screen.

GAME MODES

Story Mode

Story Mode is a one-player game that puts you in the middle of a humanoid's plot to eradicate all mutants. Having been liberated from S.H.I.E.L.D. headquarters and rebuilt by his legion of Prime Sentinels, Bastion has set out to obtain the one man that can guarantee his victory, the X-Men called Forge. Now, the race is on as Forge's teammates seek to rescue their captured comrade before Bastion can coax secrets from him that are capable of destroying all mutant-kind. In order to do this, the X-Men must ally themselves with their greatest of enemies, the Brotherhood of Mutants and their cunning leader, Magneto. Will the combined might of Earth's most powerful mutants be enough to prevent an impending mutant extinction?

As key stages of the story are reached, you can choose a fighter from a set number of characters. This set of characters will vary from stage to stage. Simply use the directional buttons to make a selection, and press the ✕ button to use the selected character until the next key stage is reached. Keep in mind, certain sections of Story Mode require that a particular character be played, so there will not be a selection screen at these times.

Arcade Mode

The Arcade Mode experience is a one-player game where a series of ten matches is fought against the CPU. The opponents get progressively more difficult to defeat as you battle towards the final match. At any time during Arcade Mode, another player can challenge you to a Versus Mode match by pressing the START button on the other controller.

Versus Mode

Versus Mode is a two-player game designed for one-on-one combat. There is no limit to the number of matches that can be fought. Two controllers must be plugged in for this mode.

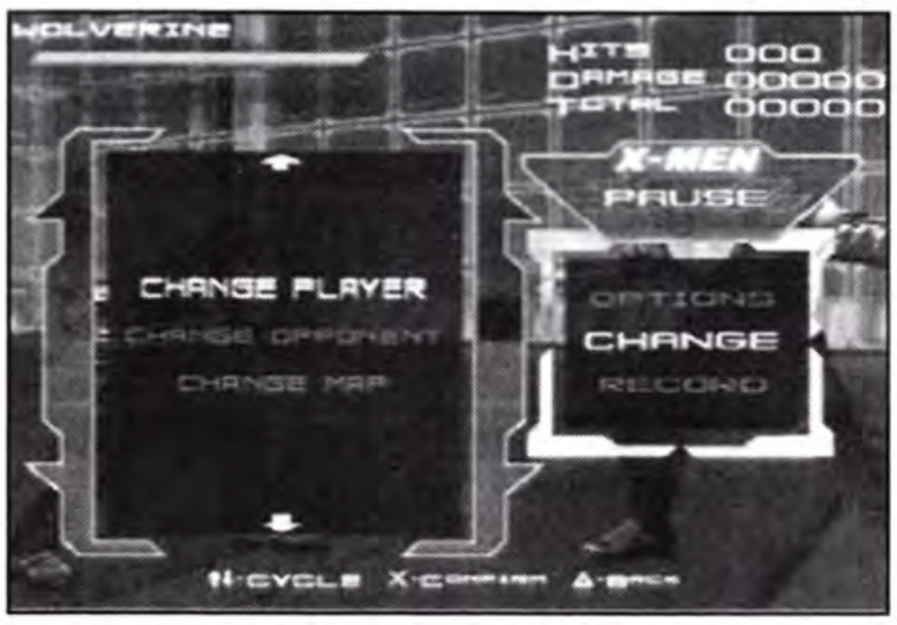
Survival Mode

Survival Mode is another one-player game. Unlike Arcade Mode, here you test your fighting abilities against a never-ending series of enemies and the goal is to achieve as many wins as possible with only one life bar. For each match won, you will be rewarded with extra health.

Practice Mode

Practice Mode allows you to learn a character's moves in a controlled environment. As attacks are executed against the opponent, the actual controller sequence, total hits, damage, and total damage are displayed on the screen. There is also no time limit, so you can practice as long as you need to.

There are a few items that can be toggled while practicing. This includes the ability to change the current player, opponent, or map. (Hit points shown are based off of 30,000 hit points.)



Practice Mode Options

To Change the Player:

- Press the **START** button to display the Pause Menu.
- Use the **directional buttons** to select **CHANGE**, and then press the ✕ button.
- Use the **directional buttons** to select **CHANGE PLAYER**, and then press the ✕ button.
- Use the **directional buttons** to select a new player, and then press the ✕ button.
- Use the **directional buttons** to select **YES** when asked to confirm the selection. Otherwise, select **NO**, and choose another player.

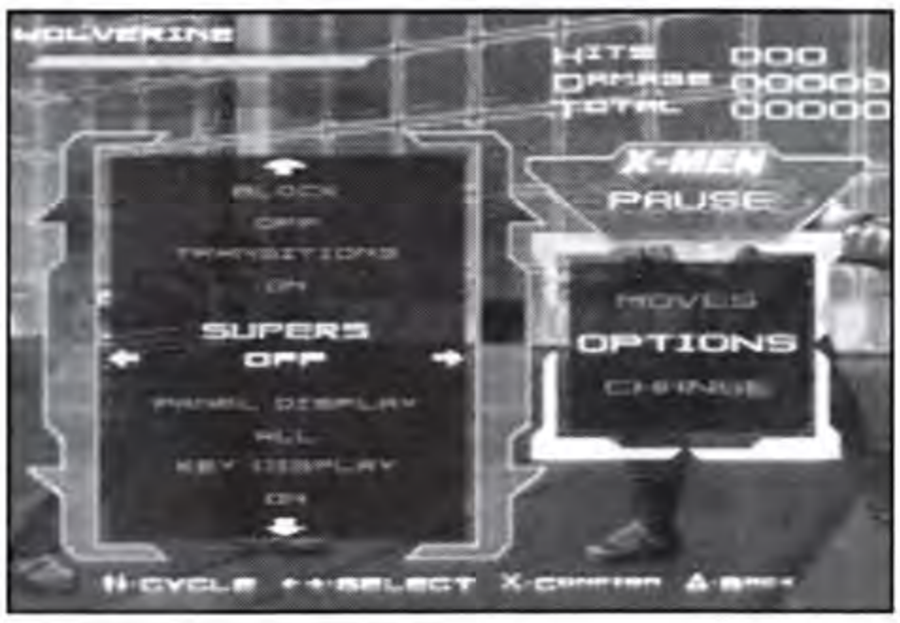
To Change the Opponent:

- Press the **START** button to display the Pause Menu.
- Use the **directional buttons** to select **CHANGE**, and then press the ✕ button.
- Use the **directional buttons** to select **CHANGE OPPONENT**, and then press the ✕ button.
- Use the **directional buttons** to select a new opponent, and then press the ✕ button.
- Use the **directional buttons** to select **YES** when asked to confirm the selection. Otherwise, select **NO**, and choose another opponent.

To Change the Map:

- Press the **START** button to display the Pause Menu.
- Use the **directional buttons** to select **CHANGE**, and then press the ✕ button.
- Use the **directional buttons** to select **CHANGE MAP**, and then press the ✕ button.
- Use the **directional buttons** to select a new map, and then press the ✕ button.
- Use the **directional buttons** to select **YES** when asked to confirm the selection. Otherwise, select **NO**, and choose another map.

There are also an abundance of options that you can toggle to customize the learning environment. Below is a list of options:

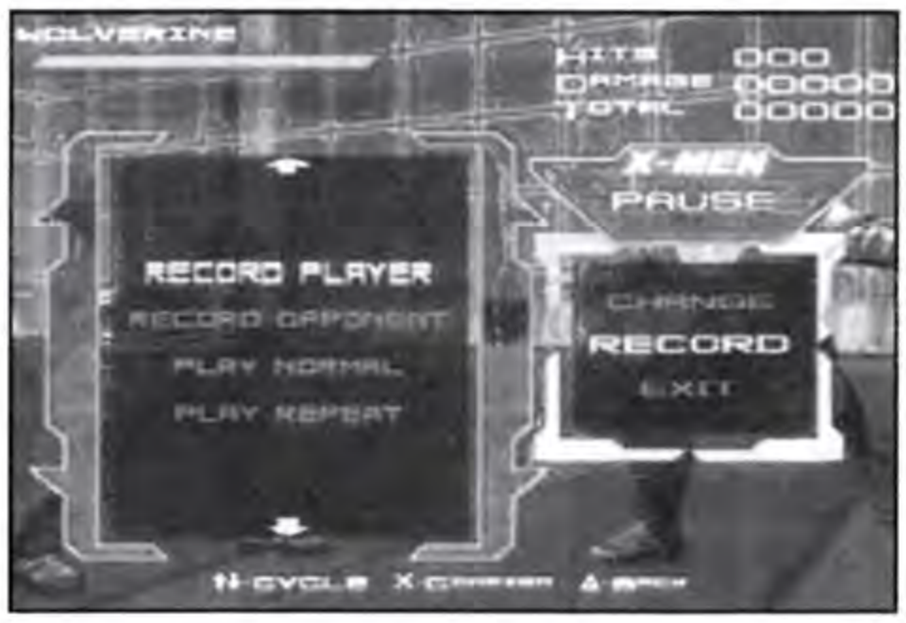


- Supers – supers can be set to infinite, all four meters completely filled just once, or set to default
- Panel Display – the super meters can be enabled or disabled in the panel
- Key Display – turn on or off the display of buttons being pressed
- Dummy – the dummy can be setup to be controlled by a human or the A.I.
- Action – the dummy can be setup to perform a specific action (e.g. counter, jump, block, etc.)
- Block – the dummy can be setup to block punches, or kicks
- Transitions – animated sequences showing the opponent being knocked into the next section

To Toggle Options:

1. Press the **START** button to display the Pause Menu.
2. Use the **directional buttons** to select **OPTIONS**, and then press the ✕ button.
3. Use the **directional buttons** to select an option.
4. Press **left** or **right** on the **directional buttons** to change the option.
5. Press the ✕ button to accept and save the options changed and return to the Pause Menu.
6. Press the △ button to return to the Pause Menu (none of the changes will be saved).
7. Press the △ button or use the **directional buttons** to select **RESUME**, and then press the ✕ button to return to the game.

You also have the ability to record and playback your moves or the opponent's moves. (There is a 15 second maximum to all recordings.)



To Record and Playback Your Moves:

1. Press the **START** button to display the Pause Menu.
2. Use the **directional buttons** to select **RECORD**, and then press the ✕ button.
3. Use the **directional buttons** to select **RECORD PLAYER**, and then press the ✕ button.
4. Press the **SELECT** button to start recording.
5. Execute a sequence of moves.
6. Press the **SELECT** button to stop recording.
7. Press the **START** button to display the Pause Menu.
8. Use the **directional buttons** to select **RECORD**, and then press the ✕ button.

To play the sequence once, use the **directional buttons** to select **PLAY NORMAL**, and then press the ✕ button. To repeat the sequence, use the **directional buttons** to select **PLAY REPEAT**, and then press the ✕ button. Afterwards, press the **SELECT** button to stop playing the sequence.

To Record and Playback the Opponent's Moves:

1. Press the **START** button to display the Pause Menu.
2. Use the **directional buttons** to select **RECORD**, and then press the ✕ button.
3. Use the **directional buttons** to select **RECORD OPPONENT**, and then press the ✕ button.
4. Press the **SELECT** button to start recording.
5. Allow the opponent to execute a sequence of moves.
6. Press the **SELECT** button to stop recording.
7. Press the **START** button to display the Pause Menu.

8. Use the **directional buttons** to select **RECORD**, and then press the ✕ button.

To play the sequence once, use the **directional buttons** to select **PLAY NORMAL**, and then press the ✕ button. To repeat the sequence, use the directional buttons to select **PLAY REPEAT**, and then press the ✕ button. Afterwards, press the **SELECT** button to stop playing the sequence.

PAUSE MENU

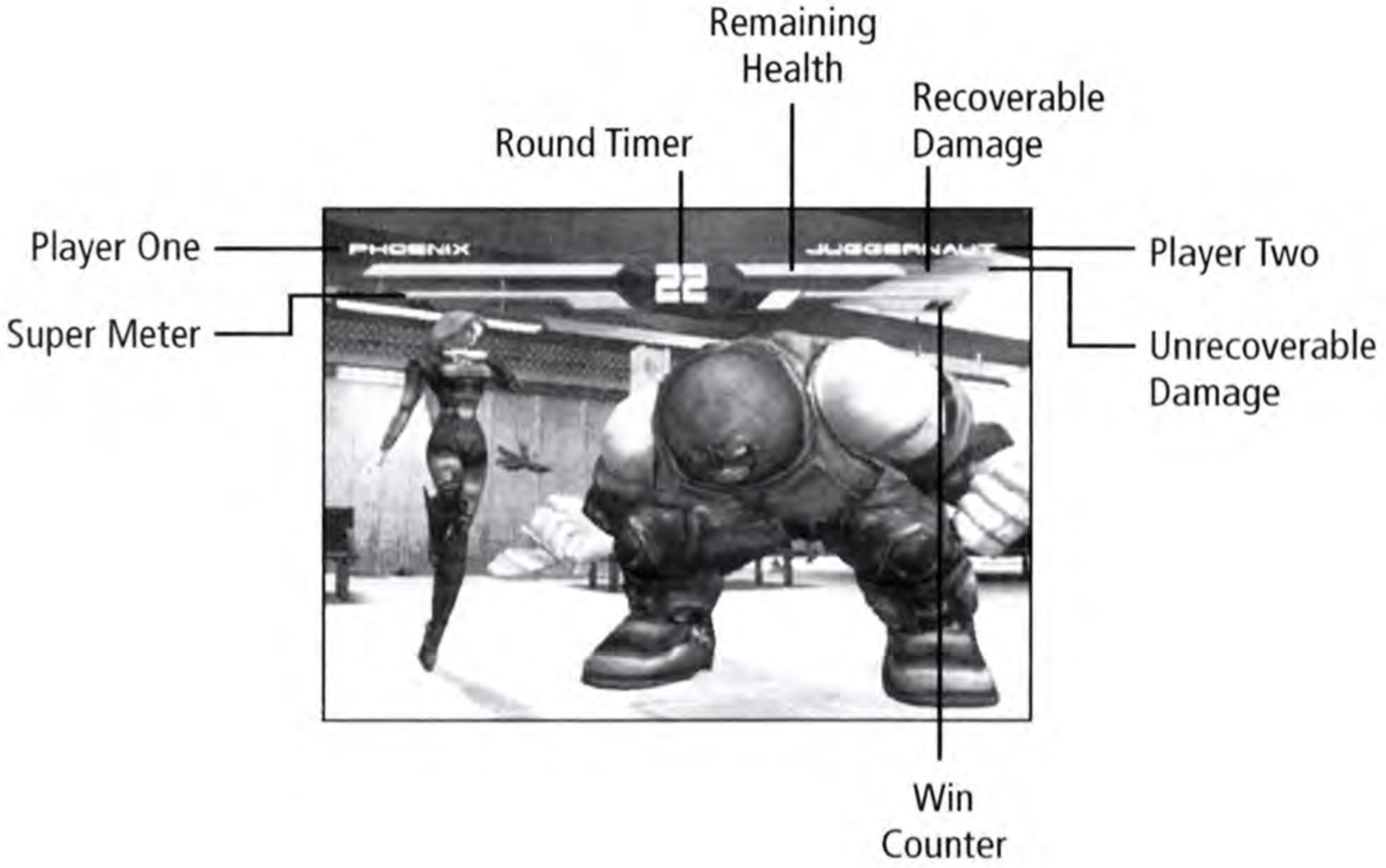
Press the **START** button during gameplay to display the Pause Menu. Use the directional buttons to select a menu item, and then press the ✕ button.

- Resume – return to gameplay.
- Moves – displays the list of moves for the player who hit the **START** button. (All listings read as though the character is on the left side of the screen.)
- Exit – terminate the existing match and return to the Character Selection Screen for the same game mode.

Practice Mode will have these additional menu items:

- Options – parameters for customizing the Practice Mode environment.
- Change – ability to change the existing player, opponent, or map.
- Record – feature of recording player or opponent's sequence of moves, and playing it back.

ON-SCREEN DISPLAY



Health Meter

The Health Meter displays the amount of health each character has left for the current match. Green indicates remaining health, red indicates recoverable damage, and the empty section of the meter indicates damage that is unrecoverable. Avoiding damage for a period of time will restore the recoverable (red portion on the health meter) health. Otherwise, the recoverable damage will convert to permanent damage.

Round Timer

The Round Timer shows the remaining time in a match. If the timer runs out, victory is given to the character with the most remaining health. If both players have the same amount of health at the end of the round, a Draw is called.

Win Counter

The Win Counter indicates the number of rounds each character has won. The number of slots corresponds to the number of rounds needed to win the match.

Super Meters

Each character has a set of four over-the-top signature moves that surpass standard attacks in both their damage and strategic use. These moves are known as supers, and each falls into one of four different levels: Level 1, Level 2, Level 3, or Level 4. The higher the level, the more advantageous the super is. Before these supers can be executed, their respective Super Meter must be filled.

In order to fill the Super Meters, successful attacks must be executed against the opponent. Each punch, kick, or projectile that connect will add a certain number of points across the level 1, level 2, and level 3 meters. Performing certain throws will not add any points to the Super Meters.

Once a Super Meter is full, the corresponding super is enabled. Executing the super will then deplete that Super Meter, whether it was successful or not (e.g. the opponent blocks the super).

Managing the Super Meters

You can easily transfer power from one Super Meter to another. This is useful for quickly activating one super if there's enough combined power across the meters to fill the desired Super Meter, or executing the same super numerous times if there's plenty of power across the meters.

For Player 1:

- Press **L1** + □ button to transfer power into the Level 1 Super Meter.
- Press **L1** + △ button to transfer power into the Level 2 Super Meter.
- Press **L1** + ○ button to transfer power into the Level 3 Super Meter.
- All three Super Meters need to be filled up to activate the Level 4 super.

For Player 2:

- Press **L1** + ○ button to transfer power into the Level 1 Super Meter.
- Press **L1** + △ button to transfer power into the Level 2 Super Meter.
- Press **L1** + □ button to transfer power into the Level 3 Super Meter.
- All three Super Meters need to be filled up to activate the Level 4 super.

GAMEPLAY

Aerial Combat

Fighting is no longer relegated to the ground, but can also take place in the air. You must first launch an opponent into the air, jump up, and then execute a combo. Each character can execute a special or super while in the air, and air throws (pressing the **R1** button in the air) have been added for certain characters. You will know that you have sucessfully initiated aerial combat when you see a short sequence of your fighter jumping up towards your opponent.

To Initiate Aerial Combat:

- Execute a launch move.
- Immediately press **up** on the directional buttons.
- After the character jumps up into the air, execute a sequence of attacks.

Flying

Flying characters have the ability to remain suspended in the air for a short period of time. While in the air, these characters can navigate in 3D (e.g., air 8-way movement, air sidestep), and perform numerous attacks. To fly, simply jump in the air, and press the **L2** button. Once, the timer counts down to 0, the character will fall to the ground. Double tapping the **L2** button while flying will also cause the character to return to the ground.

Object Interaction

Characters can either throw opponents on top of specific objects, or smash their opponent's head into specific objects. To smash an opponent's head into an object, stand in between the opponent and the object, and then press the throw button (the **R1** button). To throw an opponent on top of an object, make sure that the opponent's back is facing the object, and then press the throw button. A few character specific forms have been thrown into the mix.

Phoenix: Use her telekinetic powers to pick up objects and throw them at her opponent. Navigate Phoenix near a set of objects and the opponent, and then press the throw button.

Beast: Use his acrobatic abilities to kick his opponent's head into a basketball pole or Egyptian column. Navigate Beast near a pole and the opponent, and then press the throw button.

Toad: Use his tongue to smash his opponent into a basketball pole. Navigate Toad near a pole and the opponent, and then press the throw button.

Counter System

The counter system is a mechanism for thwarting an opponent's attack. Press the **R2** button and the proper direction on the directional buttons to execute a counter. Counters can be used during ground and aerial combat.

Counter Punches: R2 + forward on the directional buttons
Counter Kicks: R2 + back on the directional buttons
Counter Crouch Attacks: R2 + down on the directional buttons

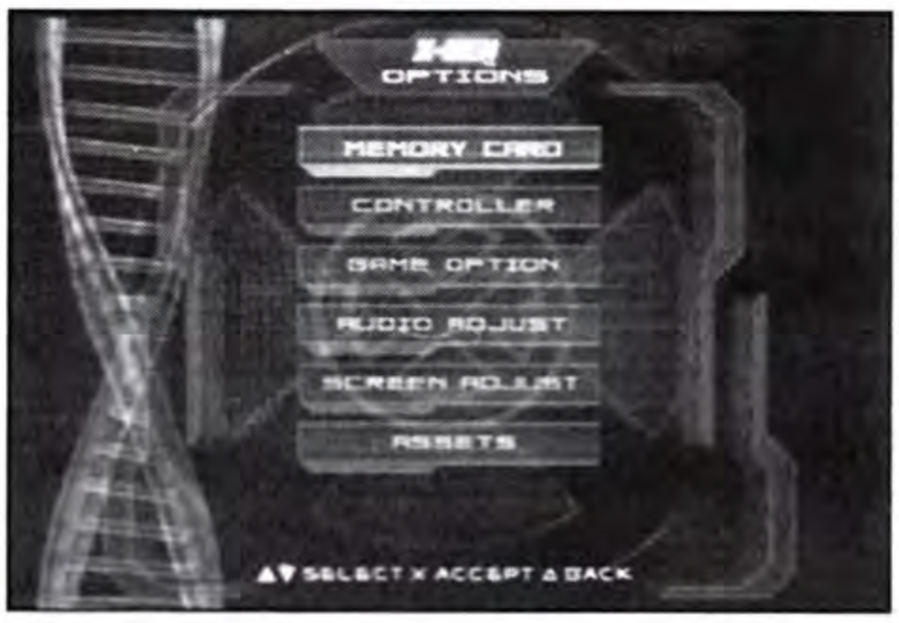
Tech Rolls

Once, a character is knocked down, a tech roll can be performed by quickly pressing any directional buttons. By pressing forward, the character will roll towards the opponent. Pressing back will cause the character to roll away from the opponent. Pressing up or down will make the character roll to the side.

Recovery Attacks

A character can also execute a recovery attack upon being knocked down by pressing the △ button. Doing so will cause the character to quickly return an attack, instead of waiting to stand up in the default fighting stance. These are also known as "wake up" attacks.

OPTIONS



Use the directional buttons to select the option, and then press the ✕ button.

Memory Card

- Select **LOAD DATA** to load a saved game from the memory card (8 MB) (for PlayStation®2).
- Select **SAVE DATA** to save the current game to the memory card (8 MB) (for PlayStation®2). You must have 140 KB free space in order to save a game.

Audio Adjust

- Press **directional buttons left** or **right** to decrease or increase the volume of the sound effects.
- Press **directional buttons left** or **right** to decrease or increase the volume of the music.
- Press **directional buttons left** or **right** to decrease or increase the volume of the movies.
- Press **directional buttons left** or **right** to select mono, stereo, or Dolby Prologic mode.

Screen Adjust

- Press **directional buttons up** to move the screen up.
- Press **directional buttons down** to move the screen down.
- Press **directional buttons left** to move the screen left.
- Press **directional buttons right** to move the screen right.

Controller

The controller configuration can be set to the default configuration, one of three other presets, or customized for each controller.

To Change the Preset:

- Use the **directional buttons** to select **CURRENT SET**.
- Press **directional buttons left** or **right** to select a preset.

To Create a Custom Preset:

- Use the **directional buttons** to select **CURRENT SET**.
- Press **left** or **right** on the **directional buttons** to select **CUSTOM** for the CURRENT SET.
- Use the **directional buttons** to select **EDIT**, and press the ✕ button.
- For each action, press the desired button to map it to.

To Adjust the Vibration:

- Use the **directional buttons** to select VIBRATION
- Press **directional buttons left** or **right** to turn it ON or OFF.

Assets

This screen shows the items that have been unlocked in the game. One can also view movies from Arcade Mode or Story Mode that have been unlocked by using the directional buttons to select the movie and pressing the ✕ button.

Game Option

Options can be changed for a one or two player game.

Single Player Option

- Press **directional buttons left** or **right** to change the AI difficulty.

Two Player Options

- Press **directional buttons left** or **right** to change the number of rounds.
- Press **directional buttons left** or **right** to change the round time.

CHARACTERS

Cyclops™

Real Name: Scott Summers

Powers and Abilities: Through the use of his visor with ruby red quartz lenses, he can unleash a concussive beam of various magnitudes against opponents. A strong, medium speed fighter, Cyclops can combine his beam with powerful punches and kicks for devastating results. He's not the X-Men's team leader for nothing.

Phoenix™

Real Name: Jean Grey-Summers

Powers and Abilities: A flying character that can launch fiery projectiles at will and use telekinesis to levitate objects and hurl them against her enemies. Phoenix also has telepathic capabilities that can be used both to confuse and attack opponents. Her fire may look pretty, but get too close and you will "feel the burn."

Wolverine™

Real Name: Logan

Powers and Abilities: Wolverine possesses razor sharp adamantium claws, and a natural gift for rapid healing, which allows him to recover from extensive injuries. These attributes, along with his fast, powerful combos make Wolverine the consummate melee fighter.

Gambit™

Real Name: Remy Entienne Lebeau

Powers and Abilities: Ability to transform the potential energy of any object and convert it into kinetic energy. When the object is hurled at an opponent, this energy explodes upon impact. Being the reformed thief and scoundrel that he is, Gambit's preferred weapon is a deck of playing cards and he always has an ace up his sleeve.

Rogue™

Real Name: Unknown

Powers and Abilities: A flying character that has superhuman strength and the ability to absorb the powers of any being through a "Southern Kiss." This power can then be turned against the opponent during combat. Be careful your power doesn't become her power.

Nightcrawler™

Real Name: Kurt Wagner

Powers and Abilities: The ability to teleport himself along with another person to a different location. During the process, Nightcrawler actually travels to another dimension, and then returns back to the original dimension, but at a different place. In combat, this allows Nightcrawler to instantly "bamf" towards his enemy, making him an unpredictable and deadly opponent.

Psylocke™

Real Name: Elizabeth "Betsy" Braddock

Powers and Abilities: On top of excelling in martial arts, Psylocke can use her powers to form a "psychic dagger" that can be contrived effortlessly in combat. What Psylocke lacks in size, she more than makes up for with speed. Not only does she have quick kick and punch combinations, which take advantage of her psychic knife, Psylocke also has fast evasion moves. Hit her if you can.

Storm™

Real Name: Ororo Munroe

Powers and Abilities: A flying character that possesses the psionic ability to control the weather in a specific area. This allows her to unleash lighting bolts, powerful currents of wind, and a hailstorm against those that stand against her. Enjoy the calm while you can.

Beast™

Real Name: Henry "Hank" P. McCoy

Powers and Abilities: An agile character possessing superhuman strength, who can literally dance around his opponents through his display of acrobatics. With these attributes, Beast's combinations are unpredictable and can be tricky to avoid or defend against.

Havok™

Real Name: Alexander Summers

Powers and Abilities: Able to absorb ambient cosmic energy, transform it, and release it as waves of plasma beams. Not only can Havok shoot these beams at his opponents, he can unleash it as a huge ball of energy. That, combined with his powerful punch and kick combos make him as tough as his brother, Cyclops.

Forge™

Real Name: Unknown

Powers and Abilities: Has a special talent for inventing any mechanical device his mind can conceive, along with mystical abilities from his Native American roots. The result is a gun that can fire different types of attacks and a fearsome super that science can never explain.

Lady Deathstrike™

Real Name: Yuriko Oyama

Powers and Abilities: Her cybernetic implants enhance her strength and fighting distance, while her adamantium claws can tear through most materials. Deathstrike can issue deadly combos and throws close in, while surprising her opponents with a long-range attack using her extending arms.

Magneto™

Real Name: Erick Magnus Lengherr

Powers and Abilities: Possesses the ability to control a broad range of electromagnetic forces. These forces can be used to levitate opponents, or they can be focused into beams of electromagnetic energy. There's a reason why they call him the master of magnetism.

Juggernaut™

Real Name: Cain Marko

Powers and Abilities: Invulnerable to most forms of attacks, his brute strength can smash his opponents to pieces. His crushing combinations and throws force his opponents to be very careful in how they engage him, making him nearly unstoppable.

Mystique™

Real Name: Raven Darkholme

Powers and Abilities: Her psionic abilities allow her to change her physical shape and the clothes she is wearing into any form she chooses. Armed with a gun that emits powerful plasma beams, she dominates the playing field with a sultry flare.

Sabretooth™

Real Name: Victor Creed

Powers and Abilities: Possesses razor sharp claws and teeth that can rip through many substances and a superhuman healing factor that allows him to recover quickly from most attacks. Sabretooth is large and powerful, but unlike many of the other larger characters, he has speed as well.

Toad™

Real Name: Mortimer Toynbee

Powers and Abilities: A very fast and agile character. He can use his tongue to inflict damage, and hurl opponents around with ease. Toad's bouncy nature and speed make him difficult to hit and grant him many opportunities to unleash his effective, albeit sometimes crass, attacks. Don't let his spit get into your eyes.

Bastion™

Real Name: Unknown

Powers and Abilities: This humanoid was designed to destroy all mutants, and his superhuman strength and mutagenic power-dampening device make him a strong adversary. He will not rest until every last mutant has been destroyed.

Prime Sentinel Male™

Real Name: Unknown

Powers and Abilities: Cybernetic and nano technology provide this former human with superhuman strength and the ability to release powerful plasma beams. Armed with the mutagenic power-dampening device, he can rob a mutant of their powers. The male Sentinel is large, and many of his attacks are not fast, but if they hit you, watch out!

Prime Sentinel Female™

Real Name: Unknown

Powers and Abilities: The female version also has cybernetic and nano technology that allows her to exceed the strength of mere humans, and she also has powerful plasma beam and the mutagenic power-dampening device at her disposal. One major difference from her male counterpart is her ability to fly.

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